

Dereham Indoor Bowling Club
Club & League Rules from September 2026

1. Laws of the game

1. Games will be played under the approved 'Laws of Sport for Indoor Bowls' as adopted by the EIBA Ltd, UNLESS a domestic arrangement stated herein applies.

2. League team constitution

2.1 All players must be in current paid-up membership in order to participate in a league.

2.2 A player must be registered into each and every league that he/she is to play in BEFORE playing in any league match and can only play for 1 team in any league.

2.3.1 Club members not registered as players in a particular league may play twice for any team in any league, providing the league captain informs the league secretary prior to or within 3 days of the match and who played.

2.3.2 Where a team withdraws from a league then the players may join another team during that season.

2.4 The number of players in a team will be limited to a maximum of 5 players for pairs and 7 players for triples, however if a team wishes extra players to encourage new players to join a league this will be considered by the committee.

2.5 When a game is cancelled the 2 skips must rearrange the game to be played either, prior to, or within 14 days after the original fixture was due. If the game cannot be played within that period, the League Secretary must be informed, and the original defaulting team will be deemed to have lost the match by 10 shots to nil.

3. League games

3.1 Format of games

3.1.1 Pairs – a maximum of 14 ends.

3.1.2 Triples – a maximum of 12 ends

3.1.3 2 spots to be placed on all rinks top and bottom. Should the jack be driven by a bowl in play so that it passes beyond the side boundary of the rink, the jack will be re-placed on the spot on that side of the 'T' and play continue. If a bowl lies on or near to the required spot, the jack will be placed on the 'T' side of said bowl but not touching it.

3.1.4 A jack cast under 23 metres, beyond the boundaries of the rink or in the ditch, allows the opponents to position the mat first and then place the jack at their discretion.

3.2 Duration of games

- 3.2.1 The bell will sound approximately 10 minutes before the end of each session. All ends may be completed but no further jacks may be cast.

3.3 Results

- 3.3.1 1 scorecard will be provided for each game.
- 3.3.2 The Home Team is the team mentioned first on the "Bowlr system. In the event that teams turn up to play and have not checked, then this is to be decided on the toss of a coin.

The HOME Team has the jack first.

3.4 Points awarded

- 3.4.1 Win - 2 points Draw - 1 point.
- 3.4.2 Shot difference will be taken into account where the points are equal.
- 3.4.3 League positions will be updated automatically on the New "Bowlr System.

4 Illness or incomplete team

- 4.1. In the event of player being unable to complete a triples game once started due to illness, his/her team may play 2 against 3 for the remainder of the match. If this option is not taken, then the opposition will receive 2 points and 10 shots.
- 4.2 In the event of a player being unable to complete a pairs game once started due to illness, the opposition players will receive 2 points and 10 shots.
- 4.3 If a player is missing from a triples team the game MUST commence at the scheduled time and the order of play shall be: Lead, Lead, Two x 3 followed by the Skips as normal.
- 4.4. Players arriving late for a triples may only enter the game at the commencement of the next end and may play at number Two only. Full rink fees must be paid.
- 4.5 If a player fails to arrive within 30 minutes for a pairs team, the game is forfeit and no rink fees will be paid.

5 General rules of play

- 5.1 Players are not permitted to visit the head.
- 5.2 Skips are not permitted to remain at the head.

5.3 ALL players are required to be alert to bowls disturbing adjoining rinks and should make every effort to prevent any bowl(s) from affecting other games.

Warning must be given before firing for insurance purposes.

5.4 The team members shall ensure that the full rink fees have been paid and placed in the envelope and box provided before play commences.

6 Rearranged games

6.1 The Committee reserves the right to cancel or rearrange any game in exceptional circumstances and to accommodate National or County competitions. In this instance the Committee will set a revised date, secure rink space and communicate this to the affected teams.

6.2 All league games can be played in advance of their arranged date.

7 Disputes

7.1 All disputes and queries relating to league games must be stated in writing to the League Secretary. The matter will be dealt with by the Management Committee whose decision is final, and no further correspondence will be entered into.

8 Club Bye Laws

8.1 Dress during play:

8.1.1 For roll ups and practices, the only dress requirement is players must wear regulation indoor bowls shoes or socks/stockinged feet.

8.1.2 Internal club leagues or County friendly games, new or old-style DIBC CLUB shirt or plain white shirt with mid grey or black trousers/tailored shorts/skirt and regulation bowls shoes.

8.1.3 Club or National competitions – NEW style club shirt, mid grey or black trousers/skirt and regulation bowls shoes.

8.2 Bowls area etiquette

8.2.1 The club expects and requires all members to conduct themselves in accordance with the understood etiquette and rules of bowls.

8.2.2 No food or beverages shall be allowed within in 1 metre of the green.

8.2.3 Running on the green is discouraged.

8.2.4 'Grippo' can damage the playing the surface of the carpet, so players are requested to use the minimum amount possible.

8.2.5 Spray chalk must be water based and carpet friendly.

8.2.6 MOBILE PHONES ARE TO BE SET TO SILENT OR SWITCHED OFF WHILST IN THE BOWLS HALL.

8.3 Occupation of the rinks

8.3.1 Club fixtures take precedence except as stated in paragraph 6.1.

8.3.2 All league games will be played as shown on the Bowlr system and communicated to the team captains at the start of the season.

8.3.3 Club/County competition games will be played on fixed dates set and communicated by the Management Committee, or earlier by mutual agreement.

9.1 League rules and regulations

9.1.1 The league rules will be issued at the start of each season to the team captains and posted on the club notice boards. All members playing in leagues are required to acquaint themselves with the rules and adhere to them at all times.

9.1.2 The Management Committee will review the rules on a regular basis, and they may be subject to change during the season.

9.1.3 Finally it should be appreciated that these rules/laws cannot cover every eventuality so it is hoped that common sense and sportsmanship will prevail should the need arise.